

Alan Watt Blurb (i.e. Educational Talk) -

**"Stop This Program, I Want to Get Off! -
Better Living through Borgism"**

June 13, 2007

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(Exempting Music and Literary Quotes)**

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Hi folks. I'm Alan Watt, and this is cuttingthroughthematrix.com and alanwattsentientsentinel.eu, on June 13th, 2007, and my goodness, how the time is just flying. I was hoping it would slow down for the summer, but it's not - it's going on at the same old speed, which is kind of non-stop.

I'm sure a few of you maybe have noticed the regular chemtrails we've had, and the new type. The new type is a blue-ish colour, almost the same colour as the sky but not quite; a different kind of polymer that trails across the sky, and I guess it's a brand new mix, maybe for phase 3, 4, 5 or whatever phase we're in, as we go dumbed-down into complete change. I wouldn't be surprised if they are indeed spraying the tranquillisers that Mr Rumsfeld talked about after 9/11, that they could actually spray over whole cities to stop panic. Maybe they're actually doing it across a good part of the planet.

I've mentioned before how nothing in this system - which is a complete system with many mini or sub-systems linking up specialised parts - none of it is here by chance, because nothing is allowed to simply spontaneously come out by chance. Huge discussions are held on every area of society, every day, across the planet. National committees get together with international committees and plan the future, and what kind of future it will be. The public have no input into this; they can't get invited. That's the reality of having a supra-government bypassing all supposed democratic institutions, as they push this fake democracy worldwide.

All science has been funnelled by grants from governments and big foundations into specific areas, when there are thousands of areas they could go into. The main ones, as you've probably noticed are - apart from all the warfare industries, which go again hand-in-hand with these specific areas - you have the electronic side of things, the miniature circuitry, then nano-circuitry. You have this push towards interfacing human brains with computers, for world peace of course. You have the whole agenda for the next phase of a society, which will serve the world state, happily. What would make them so happy? Years ago, they talked about either drugging the population, lobotomising parts of the brain, and of course they've come up with the ultimate, which is a brain chip, interfacing the human mind into a virtual (they love virtue), a virtual - not quite real, but good enough for you - reality. That's where the money has gone, and into genetic research.

Genetic research was on the go a long, long time ago, surfaced its head around the 1700's, big time, with Darwin, and that really was to do with eugenics, as they used to call it back then – the passing on of dominant or superior genes, by special selective breeding, and how to validate why those families in power should naturally be in power. They've pushed the grants and the funding in the specific areas along the genetic research lines, only for one phase of society. This is not the end of it – it's just one phase that we have to go through, before they eventually re-create types of specifically created purpose-designed, ideal-designed humans, for specific tasks.

Every time a social norm is broken – a norm simply being that which they allowed before because it suited them, and complain about it when they change it because we're used to grazing in the same field – when they change a social norm they always claim it's to help the sick or the disabled. We had that with the initial donor industry, that was the start of it, and once that was under way and became passé and accepted by the public, now they have to get it from live donors. They've redefined death not to include brain death, or at least cardiac death, because they want fresh organs straight out of the body – the donor – then the donor is terminated. That's how you accept things stage by stage, beginning with abortion, then the donor industry – and it is an industry indeed – as we're dehumanised. Now they're pushing up (exactly as they've done in times gone by) mental retardation or disablement, and ways to enhance them even. Any excuse will do as to help, when really they want to eradicate those who are unfit, as they see them; people who can't serve the system, the “useless eaters” as they're called at the top. That's not just those with disabilities – that will eventually come down the scale to include most people who are simply superfluous in a post-industrialised, post-agricultural, post-technological era.

That's why the money has been funnelled into specific areas, which they knew they were heading for a long time ago. That is how research is done. Research is **re**-search, meaning the higher searching was done a long time ago. Stuff that comes out of universities is simply being rediscovered again, while higher levels of science within the military-industrial-complex had it a long time ago. However, we use the low stuff to introduce the idea to the public, to familiarise us with not just the possibilities but with the inevitabilities of this coming your way. That's how simply we adapt. We don't have to think through a process and come to a conclusion – we're led to the conclusion by the news presenters/commentators and documentaries. This is one of them I'm about to read from, from Innovation Watch, November 30th, 2006 [<http://www.innovationwatch.com/choiceisyours/choiceisyours.2006.11.30.htm>], as though it's a startling exclamation to the public. But really, as I say, this is the low down stuff. This is research, re-search, when the military-industrial-complex have done a higher search a long time ago. This begins with, and it's by Gregor Wolbring – they love the walls, and wars and so on – this guy's bringing you a wall here:

“Modifying the human body or enhancing our cognitive abilities, using technology has been a long-time dream for many people.”

Alan: Now, has it really? So there's your statement – that's so you can implant it in your mind that that's a goal that you wanted.

“Nano-bio-info-cogno-symbio,”--

Alan: It's called NBICS.

"is now reaching a critical stage where it could lead to the fulfilment of that dream. An increasing amount of research tries to link the human brain with machines, allowing humans to control their environment through their thoughts. It is said: 'Ultimately the technology will be used for people whose spinal cords are destroyed in accidents or those handicapped by strokes.' "

Alan: See, they just want to help people that have a real function in their very efficient economic society, right? That's why they've been spoiling the disabled for all this time. Did you know they were so spoiled, eh? Neither did I. However, we know what governments really think and economists think of anyone who's disabled. We know because they live at the lowest level, just above the street level. Here they are going all out spending all this money with the usual con game of helping the disabled. You can see all the cures they've given us after they went in to the genetic research all those years. Now they can create new humans out of it, but "we just don't know how to cure anybody with a problem," hmm. The same old con is led so that we'll keep snoozing through all of this, thinking it's for the good. It's hard to attack mum's apple pie, isn't it? They love charity and so on.

"Scientists demonstrated in 2002 that human thoughts can be converted into radio waves and used by paralysed people to create movement. (1) 'Scientists in Australia have developed a mind switch that enables people to activate electrical devices e.g. turn on a radio or open doors by thinking.' "

Alan: Old, old stuff, long before 2002, because Sweden was doing this kind of stuff with prisoners from the '70's onwards.

"IDIAP Research Institute, formerly the Dall Molle Institute for Perceptual Artificial Intelligence, --

Alan: That's a mouthful.

"is developing non-invasive brain machine interfaces."

Alan: I guess it's true. It's a good word that, because 'inter' means "to bury," in the faces. Once we're all hooked up to these machines we'll be faceless basically, just like the Borg.

"The institute states in a recent publication: 'Brain Activity Recorded Non-Invasively is sufficient to control a mobile robot, if advanced robotics is used in combination with asynchronous EEG [electroencephalograph] analysis and machine learning techniques. Until now, brain-actuated control has mainly relied on implanted electrodes, since EEG-based systems have been considered too slow for controlling rapid and complex sequences of movements. We showed that two human subjects successfully moved a robot between several rooms by mental control only, using an EEG-based brain-machine interface that recognised three mental states. Mental control was comparable to manual control on the same task with a performance ratio of 0.74."

Alan: We know that DARPA also gave a similar statement out not long ago about helping a quadriplegic send emails by thought, and I think it was 74-5% successful, they claimed. Now DARPA is not in the business of helping the poor

disabled. Look them up and see what their function is.

"Many researchers are working on brain machine interfaces."

Alan: That's true because they're getting well funded by all the big foundations, and governments. As I say, remember, governments are not in the business of crying about those who are not producing within society.

"Cyberkinetics Neurotechnology Systems, Inc. of Foxborough, Massachusetts, received FDA approval to test the 'Brain Gate'."

Alan: Brain gate, now remember Star gate, now you've got brain gate. They love these gates. They just do, they love them – doors and gates, it's all high Masonic.

"The company started with people with spinal cord injuries and is now recruiting patients for BrainGate ALS trials, according to deal.com. Researchers at Duke University Medical Centre in Durham, North Carolina are developing a wireless neuroprosthetic that could potentially be used to control robotic limbs for quadriplegics. Dr Miguel Nicolelis of the university's Department of Neurobiology has a variety of articles on his webpage. A 14-year-old boy plays space invaders using thoughts alone, as a grid connected to his brain measures his electrocorticographic activity. The device was developed by Dr. Eric C. Leuthardt, an assistant professor of neurological surgery at the School of Medicine, and Dr. Daniel Moran, assistant professor of biomedical engineering at Washington University in St. Louis. They connected the patient to a sophisticated computer running a special program known as BC12000,"--

Alan: 12000 B.C., that's interesting.

"developed by collaborator Gerwin Schalk at the Wadsworth Center, New York State Department of Health in Albany, which displays a video game linked to an electrocorticographic (ECoG) grid. The primary purpose of the grid was to facilitate treatment for epilepsy."

Alan: Yeah, sure.

"In Austria, the Graz University of Technology has a brain-computer interface lab. In Japan, Hitachi has joined forces with university researchers. In Finland the Proactive Computing Research Programme (PROACT) is funded by the Academy of Finland and led by Academy Professor Mikko Sams. IST has funded the Presencia project under its Fifth Framework Programme - Future Emerging Technologies - Presence Research,"--

Alan: Presence research is to do with virtual reality – that's the bottom line. In order to get you to a virtual place where nothing really exists and to have people appear (all computer-generated people) around you, they will have to create what seems to be presence – it's how your mind recognises those things within close proximity within your environment. Therefore, they create presence, interesting.

"A 'Berlin Brain-Computer Interface (BBCI)' -- a 'mental typewriter' -- was unveiled at the 2006 CeBIT in Germany, the biggest consumer technology conference worldwide. Devices such as the BBCI are not only seen to benefit disabled people but "could also spread to the entertainment industry, creating a whole new class

of video games," "--

Alan: Games, we'll get the youngsters in.

"Or they could be integrated in active car safety systems, for instance braking the vehicle in response to the driver's thoughts."

Cambridge Consultants' Virtual Helmet can link brain wave patterns to a virtual reality system, allowing the wearer to enter an illusory world of movement. Researchers at Nippon Telegraph & Telephone Corporation in Japan have developed galvanic vestibular stimulation -- a technology that can compel a person to walk along a route in the shape of a giant pretzel,"--

Alan: Oh, how fun.

"in effect creating remote-controlled humans.

Researchers at Columbia University have combined the processing power of the brain with computer vision to develop a novel device that will allow people to search through images ten times faster than they can on their own. The cortically coupled computer vision system -- known as C3-Vision -- turns the brain into an automatic image-identifying machine."

Alan: I thought it already was.

"The project is funded by the US Defence Advanced Research Projects Agency (DARPA). The Air Force has long been interested in "alternative control technology", "--

Alan: You're darn right they are.

"that will allow its pilots to fly planes hands-free."

Alan: It's all this, like riding a bike hands free, sure it is. That's really what it is, isn't it? This is for children, this stuff. This is the PR spin - all of this is just a PR spin for the grown-up children.

"A robotic hand controlled by the power of thought alone has been demonstrated by researchers in Japan. It mimics the movements of a person's real hand, based on real-time functional magnetic resonance imaging (fMRI) of brain activity. This is seen as another landmark in the advance towards prosthetics and computers that can be operated by thought alone."

Alan: Guess what? They're already here, have been for a long time in a higher level.

"The system was developed by Yukiyasu Kamitani and colleagues from ATR Computational Neuroscience Laboratories in Kyoto,"--

Alan: Ha, Kyoto's very famous for this, isn't it?

"and researchers from the Honda Research Institute in Saitama. Subjects lying inside an MRI scanner were asked to make "rock, paper, scissor" shapes with their right hand. The scanner recorded brain activity and fed data to a connected

computer. After a short training period, the computer was able to recognise the brain activity associated with each shape and command the robotic appendage do the same.

The list goes on.

A brain-activity interpretation contest organized by the University of Pittsburgh provided entrants with functional MRI scanner data and behavioural reports recorded when four people watched two movies. Competitors were asked to create an algorithm that used the brain activity to predict what viewers were thinking and feeling as the film unfolded."

Alan: That also goes back years ago, when they were trying different things in cinemas, movie houses, or theatres, with unleashing little packages of synthetic scents, and going so far as having vibrating seats that would vibrate when volcanoes went off on the screen, and bombs went off on the screen, and huge speakers etc., moving chairs, things that would make you think you were actually participating in it. That was all part of the earlier experimentation on the same thing, for a society that could be controlled through altering and getting fake or phoney sensations. At least the perception would be phoney; the conclusion you would come to – it would fool you.

"The crunch test came from a third film. Competing researchers were shown the brain activity only, and had to predict the behavioural data -- what the viewers had reported seeing and feeling during the film on a moment-by-moment basis. The rules are here and the results are here."

Alan: Which you can punch up yourself and look at. This PR spin will take you all over the place.

"The competition webpage can be found here. It describes next year's competition as follows: "The 2007 Pittsburgh Brain Activity Interpretation will build upon last year, but will push the competition to a much higher level by focusing on interpretation of subjects' actions and behaviors in addition to cognition. The 2007 Pittsburgh Brain Activity Interpretation Competition will involve analysis of a new, unique fMRI data set representing dynamic subject-driven behavior in a virtual world. fMRI data will be made available from multiple subjects in a very realistic virtual world of multiple streets and rooms (house, bar, playground) with subject control in the world, multiple tasks, social interaction, rewards," "--

Alan: You have to have rewards, you see, it's Pavlovian.

" "and threat avoidance." "

Alan: Threat avoidance, very good behaviour modification.

" "Additionally, eye-movement data will be provided along with overlaid tracking of every object fixated on by subjects in the virtual world." "

Alan: Then it goes on:

"The Choice is Yours

Although brain-machine interfaces are often talked about in relation to disabled

people,"--

Alan: Now here's the kicker:

"we can expect they will also be used by the non-disabled as a means to control their environment -- especially if the devices are non-invasive and no implants are needed.

To date there has not been much public discussion of the implications of brain machine interfaces,"--

Alan: You're darn right there's not, because we won't get any. Then it goes on to say:

"the amount of public R&D funding they receive,"--

Alan: Though there's no discussion as to why they get it in this particular area.

"and control, distribution and access to these devices."

Alan: You can go into all of this, and it goes into bioethics committees etc., which are just the eugenics societies. It's a nice fuzzy name they have today, but they have the same tasks; to lead us into accepting more and more and more.

The papers now are full of these little quirks, which most folk will see on a superficial level because they don't analyse purpose or intent. They're simply downloaded with bits and bytes of data to give them predictive programming. They'll accept it, and actually some will want it. The young will definitely want it now that it is being inserted, all this kind of stuff, into their favourite heroes in their comic books and cartoons.

The one thing they never discuss is to realise the power it gives a small elite at the top, who will be in charge of the computers that will be controlling you. You will not be allowed to make your own programme here, or be in charge of it, with its own unique coded language just for you. Someone else is going to do your programming.

To continue, here's another little bit of predictive programming from Pratt E-press, Duke University, September 2002, the Pratt School of Engineering [http://www.pratt.duke.edu/pratt_press/web.php?sid=4]. Interestingly, the Pratt family, I think it was Harold Pratt was the guy, or the family set up to bring in the Royal Institute of International Affairs, called the Council on Foreign Relations in the United States. It says here:

*"**DARPA** [Defence Advanced Research Projects Agency]," --*

Alan: DARPA, remember.

"To Support Brain-Machine Research

Durham, North Carolina -- Devices including neuroprosthetic limbs for paralysed,"

--

Alan: Here we go with the yada yada ya. It'll put you right at ease.

"for paralysed people and "neurorobots" controlled by brain signals from human operators could be the ultimate applications of brain-machine interface technologies developed under a \$26 million contract to Duke,"--

Alan: That's just one place, remember.

"sponsored by the Defence Advanced Research Projects Agency (DARPA)."

Alan: The Defence Advanced Research Projects Agency - DARPA. Here's DARPA dishing out all this money (your tax money) and this is part of the Defence Department, to do with the Americas actually - the whole of the Americas - and it's attached to the NSA, a department really. Its logo is a great pyramid with an all-seeing eye with the light shining down on the profane people down below.

"The DARPA support will help launch Duke's Centre for Neuroengineering, co-directed by Miguel Nicolelis, professor of neurobiology, and Craig Henriquez, the W.H. Gardner Jr. Associate Professor of Biomedical Engineering. The centre's scientists and engineers will seek to pioneer a new technological era in which brain signals could control machines that augment and extend human capabilities in a way never before possible.

The Duke centre will consist initially of a collaboration of separate laboratories in the medical centre's department of neurobiology and in the Pratt School of Engineering department of biomedical engineering. However, the researchers expect to unite the centre's efforts in the new multidisciplinary engineering building now under construction.

Nicolelis will be principal investigator for the DARPA project. Co-PIs are Henriquez, Professor of Neurosurgery Dennis Turner and Patrick Wolf, associate professor of biomedical engineering. Other centre collaborators include John Chapin of the State University of New York, Brooklyn, Jose Principe of the University of Florida, Mandayam Srinivasan of Massachusetts Institute of Technology and Harvey Wiggins of Plexon Inc. in Dallas.

*The contract is part of DARPA's Brain-Machine Interfaces Program, which seeks to develop new technologies for augmenting human performance by accessing the brain in real time and **integrating the information into external devices.***

Besides development of brain-controlled prosthetic limbs, neurosurgeons could apply,"--

Alan: "Could apply" - I like this "could."

"brain-mapping enabled by the new technologies to aid surgeons in distinguishing healthy brain tissue from that which is part of a tumor or a focus for epileptic seizures."

Alan: This is the usual stuff again.

"This technology can immediately increase the resolution with which surgeons can

map the extent of a tumor or,”--

Alan: It's amazing how they always give us the same rubbish, you know, “to help people.” Let's get past the PR stuff. You can tell they're spending this kind of money because they care about epileptics. We can see that by their past experience, right?

“Beyond medical uses, brain-machine interfaces also could be applied to enhance the abilities of normal humans,”--

Alan: Again, right back to the real, real thing you see.

“said the researchers. As examples, they said, neurally controlled robots could enable remote search-and-rescue operations,”--

Alan: Ha ha.

“or exploration of hazardous or inaccessible environments.

As part of the DARPA support:

Biomedical engineer Henriquez and his colleagues will coordinate development of equipment and methods for visualizing and analysing the massive amounts of data produced from electrode arrays in the brains of experimental animals.”

Alan: That's old stuff. It's all done.

“Neurosurgeon Turner and his colleagues will investigate potential use of brain-machine interfaces in patients with neurological disorders.”

Alan: That could be widened, remember, that term “neurological disorders”, under psychiatry - under political condemnation and labelling too.

“Biomedical engineer Patrick Wolf and his colleagues will develop a miniaturized "neurochip" for detecting and analysing brain signals, as well as optical communications links between the chip and the control components of the interface.

John Chapin's laboratory will develop the sensory feedback mechanism by which animals and humans can "feel" the actions of a neurorobotic arm or hand.”

Alan: Again, “presence.”

“Jose Principe and his colleagues will develop new computer algorithms for translating brain-derived signals into control commands to operate a robot arm.

Mandayam Srinivasan's laboratory will develop new interfaces to provide visual and tactile feedback signals to animal subjects operating robot arms, and Harvey Wiggins of Plexon Inc. in Dallas will supply hardware and software that will enable development and testing of brain-machine interfaces.”

Alan: It goes on and on about this kind of stuff, so this is another huge PR thing but DARPA is leading the charge. DARPA is to do with defence and peace, and you should see the definitions of “peace”, as they keep expanding the definitions to

include more and more.

The European Union has allocated \$26million or more, at least back in 2002-3, towards the setting up of the future workplace, where everyone will work in a virtual reality. The money goes into research and development to help bring this all into being. Scientists are kind of like wolves; they rely on grants and they smell where the blood is and they jump in with both feet, wholeheartedly, to do their dirty work. Because dirty it will be indeed, not only to guide the sheep along into the new sheep-pen where you won't know what is real and what isn't - in fact you will be in a matrix. You will be a body plugged into an artificial world, which will seem real, although fantastic.

This is where all the money is going into, not only the European Union but the Americas too have been pumping money into this because a controlled society in one phase, the next phase, will be where the people within the society cannot differentiate between fact and fiction, reality and virtual reality, because of perceptions. They'll be interwoven with a matrix electronic system. You could be sitting or even floating in a tube, just like *The Matrix* movie, and yet you'd never know; you would never ever know that you're just a battery. It will be sold as just wonderful. You live your whole life never knowing where you really were, never even suspecting that you hadn't moved from an artificial womb, never knowing. Never knowing what you really looked like, or what the real world was like.

Interesting that a long time ago in the old business plan of the ages, it was written that the people would worship the image - the image that they had made with their hands. They'd worship it and ask it to be God, over them. Imagination comes from image. You'll be living in pure imagination, but not your own. Everything will be programmes written by people outside, in the real reality, and you will never know. The gung-ho type PR, quips that we see in science magazines, are funded from the top, like the Futurist Society. They fund all the PR promos that the public have to snap up and think "how wonderful", sold like an ad with the ultimate pleasure at the end of the rainbow.

They never tell you the real intent, and of course the average person will never ask why would your governments be putting so much money into creating a fake reality for you to live in. Part of this fake reality is to phase out the computer, now that you're used to it. It was a step by step programme to get you to accept it, become dependent on it, be fascinated by it; and then you'll be wearing your computer, interfacing, with a chip too of course, with other chips all around your immediate environment. Together, they will be a supercomputer - you won't know where you are. You'll think you will. This is here already, they have this. They've already had meetings, a few years ago, on the phasing out into the next phasing in of the wearable or implanted computer, which interfaces with other ones.

Here's a typical PR blurb from Innovation Watch again. Remember, the guys who write for this generally belong or are directors of the Futurist Society; it's up there with the Club of Rome. Their job in the Futurist Society is to give out grants to novelists, movie writers, science fiction, to promote this to make this kind of thing wantable, by the young especially, to fascinate them. Also, to put out grants to other smaller magazines on the science level to make it, again, desirable for the readers, when they read this future that's being brought in. It won't be anything like the way they tell you here - what they're telling you is only part of the real agenda, and definitely not the whole agenda. This one is about "Crime in the

Twilight Zone" by Cynthia Moonie, senior analyst, and Arnold Brown, chairman Weiner, Edrich, Brown Incorporated [http://www.innovationwatch.com/article_mooneybrown.2005.12.23.htm]. Arnold Brown is an AB, but Arnold Brown here is also one of the directors of the Futurist Societies, I believe. It says here:

"The most frightening aspect of Rod Serling's television series "The Twilight Zone" was the uncertainty within each show of what was real and what was not. The introductory narration to each show presciently described what we are in many ways experiencing in the world today as we constantly, and seamlessly, cross the boundary between the virtual and the real worlds, essentially leading us to operate in another dimension.

The boundary between the virtual and the real is melting away, and the two worlds are beginning to merge -- and doing so quite seamlessly in some areas (such as crime, as we will discuss later) -- into a 21st century twilight zone. Discerning the difference between real and virtual will become increasingly difficult. In fact, it may become necessary to abandon the idea that there is any need to differentiate between the two."

Alan: Interesting eh? No need to be sentient. Isn't that interesting? Defenceless is a good way of putting it.

"Technology products are in development that will contribute to our immersion in the new twilight zone. The Tangible Media Group at MIT has created the I/O Brush that enables its user to pick up colours, textures and images from the real world in which they are operating and then paint them on to a digital screen. Video game images will eventually be beamed directly to players' retinas,"--

Alan: That's old stuff.

"enabling them to play their virtual games as they move about in the real world. Geographically-tagged content on the internet, coupled with the proliferation of wireless intern-connected devices with GPS, will enable location-based services and "deepen everyone's experience of place," as technology columnist John Udell imagines.

Uses for and improvements on virtual humans, or avatars,"--

Alan: Interesting term, an *avatar*, eh? Right out of the old occultic handbook.

"will continue to expand. A production company in England recently mounted a credible, virtual performance of Dylan Thomas reading his poetry - despite the fact that there are no surviving motion pictures of the poet. Work is under way to develop a virtual professor with more human qualities so that it will be a more effective teacher than the "soulless" 3-D animations that are currently in use for some online instruction. The goal of the scientists working on this project is to create the ideal persona for facilitating learning, albeit one that can be completely controlled.

Other new devices don't fully merge the virtual and the real, but they do contribute to a growing comfort level in moving between the two worlds. Cell phones that can take a picture of a bar code on a product in a supermarket,

transmit that code to a computer, and then receive back nutritional information, including how much exercise is needed to burn off the calories, are not so much an integration of the real and the virtual, but more of a collaboration."

Alan: Then they go on about medical devices, blah blah, monitoring, all this stuff that's really old, because NASA scientists have admitted they've been putting this on the astronauts for years to monitor their heartbeat and blood pressure, and everything else. Old stuff, so they're not working on anything; this is done. This is a PR thing. Plus, they're not out to save your health, they're out to alter your perceptions, to take over. You see, the final battle is the battle for your mind. When it is conquered, it's game over – ta-ta, toodle-oo, gone.

"The internet has become a fully immersive reality, a place where the line between virtual and real has been effectively erased. Cyberspace is currently confined within the boundaries of earth, but work is underway to expand the internet into outer space with the InterPlaNet."

Alan: Interesting – *inter*, capital *P*, and then capital *N*, and the *net*. They love nets, but a net is just a ten backwards, isn't it?

"On social networking sites such as MySpace, users wander around for hours and carry out their real lives, yet in an environment that transcends time and space. Crimes are now committed in cyberspace that enable criminals to make real money,"--

Alan: What is real money? It's whatever they tell you it is at the time.

"the line between virtual and real cash is vanishing."

Alan: That has some semblance of truth to it, in the sense that when you were used to at least something in your wallet – albeit a con game – it was paper, and you had to pay out every day. You saw that little wad getting thinner and thinner, it made you pause to think, if that item that you were salivating for was really important. You'd think twice about it. Now most people use cards for everything, money becomes abstract totally. They just tack it on and have impulse buys.

"Advances in both information technology and biotechnology, along with expanding globalisation and political changes,"--

Alan: Boy they're right with the political changes, eh? It's just tyranny after tyranny.

"are fostering changes in the types of crimes that are committed, the scope of those crimes, and the methodology used. Infotech has made possible one of the most-discussed "new" crimes of the day identity theft. Glitches and weak spots in software allow criminals entrée into even the most complex, and supposedly secure, systems. Software developers and IT system managers are unable to stay ahead,"--

Alan: "Unable to stay ahead" – this is old, old stuff that the public are dished out, antique, obsolete stuff that we buy off the shelves. Don't let them kid you; they can't stay ahead of the street levels of identity thieves and hackers. Supposedly during the Cold War, they were having little sort of games between the Soviets

and the US and Britain, as they all tried to hack each other and all this. This is old, old stuff from the '60's, but they can't find ways to stop the little guy, the little crook at the bottom. What a joke. However, we've got to believe in all this stuff for security reasons.

"For example, a newly devised program for discerning what data has been entered into a computer via simple audio recordings of keyboard clicks is yet another security threat that has arisen."

Alan: The government's been doing that for ages, for the last few years with the new keyboards. They've been monitoring everything that we're doing.

"As businesses, governments and organizations of all types around the world increasingly rely on larger and more complex IT systems, the financial costs and security risks for system failures are tremendous. Globally, an estimated \$1 trillion was spent in 2005 on IT hardware, software and services."

Alan: I love "it", I-T, it. It's interesting that Jonathan Swift's Gulliver's Travels had Gulliver on an island at one point, where the sophisticated intelligentsia were horses, the barbarians were common people, which he called "yahoos". If we jump into Plato's Republic, the common people there were called "its", I-T's.

"As the volume of electronic records on individuals increases, more opportunities will open up for theft."

Alan: Who's doing all the thieving here? It seems to be all the governments, who want all the data, are robbing you of your personal information, and your privacy - if anyone cares any more.

"The initiative to create a national medical database in the U.S. is just one example of the ways in which information on a country's citizens will be amassed."

Alan: That's right, for the masses, you're amassed.

"In the Netherlands, the government has plans to open electronic files on all children at birth that will track them throughout their lives."

Alan: Isn't it nice to be born free, eh? Once again, if there's no will to say no, if there's no indignation from the people, it's game over for them anyway.

"Personal information theft will not only take place over the Internet, it will also occur in the arena of biotech. As genetic mapping becomes more refined and easier to do, individuals will be at risk of having their genetic identity stolen by those criminals who can decipher it from a dead skin cell or piece of hair that can be easily picked up."

Alan: The criminals are already doing it, because the big boys are patenting; they're putting a patent on anything which hasn't been patented before. Think about that. Monsanto and other companies are going through all the seed lists of the world, seeds that have been passed down for countless generations, and simply because being normal people, you see, it never dawned on them to patent it. Therefore, anything not patented, Monsanto's grabbing and putting the patent on it, then the guys who actually had it in the first place can't use it any more,

without permission and paying the fee. Same with you and your DNA - you're then property, but we already know that, don't we? At least some of us do.

"Thieves can also steal genetic identities by breaking into databases that contain DNA profiles alongside personal information. The U.S. Senate is considering a bill that would allow for the collection of DNA from individuals who are arrested,"--

Alan: Ha ha, it's already done.

"or detained, not only from those who are convicted of crimes as the current law allows."

Alan: So just being arrested or detained, just being detained and not arrested, is enough for them to grab your DNA, and that's happening everywhere now.

"Personal data is not the only thing criminals are stealing online. Authorities in Japan recently arrested someone for using software "bots" to steal virtual possessions in an online game, which were then sold for real money."

Alan: Real money again, what another illusion.

"Crime sweatshops have been established in China and Indonesia where teams send bots on virtual crime sprees."

The online world opens up numerous opportunities,"

Alan: After all this grabbing your DNA and everything else, here we go with the PR.

"The online world opens up numerous opportunities, including blogs, personal websites and vlogs,"--

Alan: Where do they get them?

"for individuals to post libellous or slanderous comments about individuals and organizations. While libel and slander may be considered minor crimes, the fact is they can cause great damage. A growing number of physicians have brought lawsuits against patients who have posted complaints against them in some form on the Web. These types of claims bring up serious questions about free speech issues,"

Alan: Oh, ha ha

"which the courts will increasingly confront."

Alan: You know that's the other thing you'll find with this legal system, it's a win-win system, where lawyers are guaranteed payment one way or another you know, win or lose, kind of like doctors; "The operation was a success but the patient died, so cough up the money, whoever's left." It's the same thing with lawyers. **Devil's Advocate** the movie with Al Pacino, did a good job on the whole idea, in allegorical form, of a reality. He says "how do you think the world's been taken over?" when he's speaking as the devil, you know. He says "it's not by the armies." He says "it's been done with lawyers. Armies, armies of lawyers. They're churning out armies of lawyers." For every little problem that's confronted by the system as

it goes forward on this one agenda – and it knows exactly where it’s been heading, it always has known where it’s been heading, nothing is by chance – lawyers have whole new areas to go into and take over. A win-win situation.

“Copyright infringement crimes will continue to increase in scope and in definition, fostered by technological advances. The recording industry continues to struggle with copyright issues, and the movie and publishing industries are facing their own significant crises. The advent of cell phones that can scan documents and serve as fax machines adds yet another challenge. In the area of patent infringement, there is a growing business of buying up patent portfolios and then suing companies for infringement.”

Alan: That’s what the patenting office is for. The high boys who run the real world here have set up the patenting offices, and their whole idea is to steal other people’s inventions, and then reward the guys that work for them (who steal the inventions) by making them famous, like Einstein.

“The U.S. Patent and Trademark Office is about to publish a "storyline patent" application for the first time, which basically gives the applicant claim to a fictional storyline. If the patent is granted, it is likely that other applicants will follow suit, which could lead to patent infringement claims in areas not seen before.

Globalisation has reduced many of the obstacles to international crime, as borders have become more porous, and the movement of goods, money and people has become a flood rather than a controlled flow. Global criminal operations are growing their businesses by diversifying, politicising, gaining social respectability and legitimising.”

Alan: That’s what every famous family, and multi-trillionaire family on the planet did. That was the same method; that’s how they get up there. Go through their histories and you’ll find that.

“The kidnapping industry, which was once primarily a Latin American specialty, has gone global. As NGOs and multinational corporations send workers to locales around the world, potential kidnap victims increase in number. Globalisation has also led to greater opportunities for corruption and bribe-taking, not to mention money laundering. The World Bank estimates that more than \$1 trillion in bribes changes hands annually.”

Alan: They should know, since they certainly hand out big dollops of money to big top bankers as bonuses. They call it bonuses - not bribes, bonuses - for keeping secrets.

“Government procurement around the world, with more than \$4 trillion spent every year, has huge corruption problems, which are also exacerbated by globalisation issues.”

Alan: This is all a push, of course, to get everything totally monitored for the little guy at the bottom.

“Demographics play a significant role in crime, as is widely known. For example, crime tends to fall when the proportion of young people within a population

declines."

Alan: It's young folk that's the problem, see? That's what they're telling you.

"As the global population ages, it will be interesting to see what changes take place in crime statistics."

Alan: They'll probably be stealing pills to stay alive.

"Another demographic factor affecting crime is illegal immigration. As economies improve in developing countries, and jobs become more plentiful, migration declines. Youth unemployment has dropped by more than half in Mexico since 1995,"--

Alan: --And so has their wages.

"and it is likely that migration from Mexico to the U.S. may begin to decline."

Alan: Ha. Ha.

"Legal immigration can also be a factor in criminal activity, particularly when formerly homogeneous nations become more heterogeneous through immigration, but do not foster or encourage assimilation. France recently experienced the frustrations of disaffected immigrant youths who seem to have adopted many of the attitudes of "gangsta" culture,"--

Alan: I wonder where they got gangster culture from, eh, much music, hmm?

"what Mark Lilla at the University of Chicago calls the "universal culture of the wretched on earth." "

Alan: Yeah, they were given this culture though; it's all promoted to them from the top.

"Other countries are likely to face similar dilemmas. Add continuing and probably increasing terrorism to all this, and societies and business will face crime problems far beyond anything seen in recent memory."

Alan: That's fine, just put chips in everyone, then they'll have no memory. There it's solved, just like that, I did it for free.

"In the twilight zone of the internet and wireless communications, where the real and the virtual are not easily discerned or clearly defined,"--

Alan: Yeah, very vague isn't it. It's called confused. In old days they called it madness. This virtual world they're bringing in where they can't tell what's real and what's not, they're bringing it in to make us all mad. However, we're supposed to be happy, and really laugh, with a strange kind of weird laugh like a horror movie laugh, because it's supposed to be the new normal.

"people will often find themselves in a state of discomfort, or disequilibrium. Fear and disorientation can often be components of discomfort, particularly when people are moving about in unfamiliar territory and when they are faced with fear of pervasive crime."

No organization, business or individual will be untouched by the changes in and expansion of criminal activities."

Alan: That's true, because the criminals who run the world government will be in charge of it all, in charge of us – all of us.

"Despite the fact that new methods and technologies are continually devised to combat newly emerging crimes, challenges are likely to increase in frequency and intensity."

Alan: A while ago, a document came out to do with the New World Order coming into view, and to do with the substitutes for war. What they came up with was that in a globalised society, if they truly went after the elimination of war, then the people would start disobeying governments, because we obey governments and we pay governments – or they take it from us, depends how you look upon it and whose side you look it at from – to protect us. Without the threat of war, they'd lose power, so they'd have to find substitutes for war. This is what all this PR stuff's about – a never-ending, not just a weapons race, you see, now it's turned into a race against the criminals, who'll come up with a better way round something through technology. Therefore, the Pentagon and all these guys will get big, big money to find a way to counter that; and it goes back and forth like a tennis ball. That's a part of the substitute for war - discussed a long time ago, but this is how they're putting it over to the public.

"No organization, business or individual will be untouched by the changes in and expansion of criminal activities."

Despite the fact that new methods and technologies are continually devised to combat newly emerging crimes, challenges are likely to increase in frequency and intensity."

Governments and courts around the world will face cases on privacy that come out of tech and biotech advances that are completely new, so there will be no precedents to which the courts can refer. The courts will face the same problem of lack of precedent in assorted copyright and patent infringement cases."

Alan: Here's your ongoing PR again, to do with the need for military and police etc.

"Crimes in the U.S. and elsewhere around the world related to illegal immigration may begin to decline as developing countries grow their economies and become able to offer greater opportunities to their young people. This may be counterbalanced, however, by a lack of assimilation among legal immigrants and by terrorist organizations stepping up recruiting among the unassimilated."

Alan: See, they've got it all figured out.

"Risk management will need to become both more sophisticated and quicker to respond to the consequences of emerging crimes."

Alan: Look out, emerging crimes.

"There will be increases in business' liability as customers, employers and shareholders find themselves victimized by what they perceive to be inadequate

protection of personal information."

Alan: Oh, come on. "Customers, employers and shareholders find themselves victimised by what they perceive to be inadequate protection of personal information." If you walk into any store today, you'll see the con game when the tellers, or if you're buying a tire out of the store, they want your name, your address, the whole kit and caboodle before they'll sell you the item. At least they try to pretend that, and most people just blurt it all out to them, give them everything they want, without thinking, without caring. That's how bad it is today; they're already conditioned towards it.

Everything is doublespeak, everything is a con, because the agenda was set long ago, including even this PR stuff that they're now dishing out to us. That was already decided a long time ago too, that this would be dished out at this time. Such is the world in which we live; a world where people will grow up in a programmed reality – something that the ancients could only have dreamed about in their wildest hallucinations, where everyone is dominated by a few at the top, who will **not** be living in a fake reality. The battle for the mind is an old one. The battle for the mind, already, in most people and for most people, is already over. They believe everything on the news is true. They believe the media has a duty – that's what it's there for – it has a duty to tell you all you must know for survival. They really believe that.

As [Zbigniew] Brzezinski said "the people will be unable to reason for themselves. They will expect the media to do their reasoning [thinking] for them." Step-by-step, from conditioned brainwashing to television; television was the start of a virtual world of fantasy, everything you watch programmed by others – that's their job to do it. You're not being entertained; professionals put this stuff together. Professionals are licensed. Those who give them the licenses tell them the format and what they can and cannot, and must do. The computer becomes a step further, especially with the young, until you have a world of batteries serving a system, living in wombs fed artificially, never knowing anything but the program. What a future, how exciting!

We can see the totalitarian extremes everything is going towards in this present world, with governments being completely intrusive on everything, every aspect of a person's life, every person's life. And you think you're going to be given a freedom by the same ruling elite? Hope springs eternal in some of these people. When there is no personal indignation at the intrusiveness of Big Brother, those who are not indignant have already lost the sovereignty of their own minds. I'm sure lots of you listening will know people around you who have gone that way already. You can't make them indignant. They don't care.

Socialism, a long time ago, when it was promoted by the elite for the working people, to make the working people believe it was theirs, the elite actually said that socialism was perpetual childhood – a world of experts, Big Brothers, daddies, who will take care of all your big problems so you didn't worry your little head your entire life, leave it all to Big Brother and daddy. Just go out and play children, forever, until you die. And you wonder why we end up in the abattoir.

Heavy topics, but then real life is, especially at this stage of this game or agenda. Yet it's the last time to ponder them – time is short. As I say, big grants have been given to organisations to create this virtual system, where you'll never have to

leave the place you lay or you sit, for the rest of your life. You'll think you're interacting with people all over the world and meeting them, with a feeling of "presence", as they say. And it's all computer-generated.

That's it for tonight. From Hamish and myself it's goodnight, and may your God or your gods go with you.

Strawberry Fields

by John Lennon/Paul McCartney (officially)

Let me take you down, 'cause I'm going to Strawberry Fields
Nothing is real, and nothing to get hung about
Strawberry Fields forever

Living is easy with eyes closed, misunderstanding all you see
It's getting hard to be someone but it all works out, it doesn't matter much to me

Let me take you down, 'cause I'm going to Strawberry Fields
Nothing is real, and nothing to get hung about
Strawberry Fields forever

No one I think is in my tree, I mean it must be high or low
That is you can't you know tune in but it's all right, that is I think it's not too bad

Let me take you down, 'cause I'm going to Strawberry Fields
Nothing is real, and nothing to get hung about
Strawberry Fields forever

Always, no sometimes, think it's me, but you know I know when it's a dream
I think I know I mean a "Yes" but it's all wrong, that is I think I disagree

Let me take you down, 'cause I'm going to Strawberry Fields
Nothing is real, and nothing to get hung about
Strawberry Fields forever
Strawberry Fields forever
Strawberry Fields forever

(Transcribed by Matthew)